



SETUP

- Each player chooses a colour and takes:
 - 1 Player Board (Farm)
 - 4 Donkey tiles (one of each kind)
 - 25 Player tokens - place 1 on your Trade Commodity space.
 - 1 VP
 - 1 Silver
- Shuffle all Farm Cards, deal 4 face-down to each player. Place the remaining face-down as the Draw Deck.
- Sort Roof tiles by Round number face-down into random stacks of tiles equal to the number of players. Place on their corresponding Game Board spaces with Round 1 tiles face-up above the others.
- Sort the 24 Craft tiles on to their designated spaces. Place 1 VP on each stack.
- Roll 1 Die. Place Building Order Marker 1 on the first building rolled, Order Marker 2 on the second, and Order Marker 3 on the third. They must all be unique locations. Place 1 VP with each Order Marker.
- Create a dice pool according to the number of players:
 - 2 PLAYERS = 5 DICE | 3 PLAYERS = 7 DICE | 4 PLAYERS = 9 DICE**
- Choose Start Player to receive Turn Order Marker 1. Distribute remaining markers in clockwise ascending order.
- Each player places 1 Player token on a Market Space of value equal to their Turn Order Marker +1.
- Stack Siesta discs in reverse turn order on the "0" space on the Siesta track.

GAMEPLAY

The game is played over 6 Rounds, each consisting of 4 Phases.

HARVEST GOODS



RESOURCES



UPGRADED GOODS



FARM GOODS



FARM PHASE

- Play 1 card (or 2 cards in Round 1) into a side of your Player Board:



To the Left as a **FIELD**:

- The Field enters play empty.
- There is no limit to the number of Fields a player may have.



To the Top as a **MARKET BARROW**:

- The top row indicates requirements.
- The bottom row is the reward for completion.
- Limit of 3 Barrows - discard 1 if the space is needed, losing Goods on it.



To the Right as a **FARM EXTENSION**:

- Farm Extensions must be paid for.
- Each Farm Extension card costs an increasing number of different Farm Goods equal to the number of Farm Extensions you have.



To the Bottom as a **HELPER**:

- Limit of 3 Helpers - discard 1 if the space is needed.

- Draw up/discard to Hand limit shown to the right of your Player board.
- Take Income, according to Blue Craft tiles and Farm Extensions.
- Place 1 Player token on each empty field as Harvest Goods.
- If the player has at least 2 Pigs and space for another, place 1 Player token in a Pig Stall as a Pig.
- Each player may purchase 1 Roof tile from the current Round in turn order (or reverse turn order in Round 1). Pay the cost indicated, place in leftmost space on Player Board and collect VP if applicable. Players have space for a maximum of 5 Roof tiles. **Each Roof tile has 1 use per game, some only in the coloured Phases indicated.**



Place 1 Player Marker in the corresponding Grape/Olive Den.



Place 1 Player Marker in an empty Pig Stall.



Gain 1 VP.



Place 1 Player Marker in a Grain or Olive Den.



Upgrade 1 Resource for free.



Gain 2 Silver.



Place 1 Player Marker in any Harvest Good Den.



Carry out 1 Delivery in the Revenue or Transportation Phases.



May reset 1 Roof tile to be used again.



Place 1 Player Marker in 2 different Harvest Good Dens.



Play or Draw 1 card.



Advance 1/2 spaces on the Siesta track in the Farm or Revenue Phases.

REVENUE PHASE

- The Start player rolls the Revenue dice.
- In turn order, each player chooses 1 die and performs its action.
- In turn order, all players perform the action of the leftover die.



Place 1 Player Marker in an empty Pig Stall.



Gain 4 Silver.



Play or Draw 1 card, or place 1 Player Marker in 1 Harvest Good Den.



Upgrade 2 Resources for free, advance 2 steps on the Siesta track, or upgrade 1 Resource for free and advance 1 step on the Siesta track.



Place 1 Player Marker in 2 different Harvest Good Dens.



Carry out 1 Delivery or gain 2 Silver

TRANSPORTATION PHASE

- Each player secretly chooses 1 of their Donkey tiles. Once a tile is played it cannot be chosen for the next round. All tiles are reset on Round 4.
- In turn order, players advance on the Siesta track according to the number of Hats they have. A player may not advance beyond the top space.
- Redetermine Turn order according to furthest position on the Siesta track.
- In turn order, each player may carry out 1 delivery per Donkey they have. For each delivery, take 1 Farm Good from a Field, Den or card, then add it into an available space in 1 of your Market Barrows or Craft Building rows. Farm Goods can be delivered in any order.

DELIVERIES TO MARKET BARROWS

- If you complete a Market Barrow, gain the VP shown and 1 Trade Commodity.
- Discard the Player Markers and the card face-up.
- Add 1 Player Marker to an empty Market Place space on the Game Board of equal value to VP scored.
- If there are no available Market Spaces, replace an Opponent's Marker of the same value and gain 1 VP.
- All Opponent Markers of a lower value adjacent to this are discarded, gain 1 VP for each.



DELIVERIES TO CRAFT BUILDINGS

- If you complete a Craft Building row, discard Player markers there except for 1 which is placed in the grey area next to the Building.
- Take the Craft Marker Instant side up, gaining any VP token on it, this power may be used once this Round by flipping the tile to its reverse. The Player benefits from the ability of that Craft Building for the rest of the game.
- Gains VP equal to the current game Round.



3 of the 6 Craft Buildings are blocked at the start of the game. If the player was the first to complete a Craft Building row, unblock the lowest numbered blocked Craft Building and receive the VP token.



Gain 3 Silver.



Gain 1 Trade Commodity.



Gain any 1 Resource.



Gain 3 Silver when gaining Income.



Gain 1 Trade Commodity when gaining Income.



Gain any 1 Resource when gaining Income.



Carry out 1 Delivery and score the Siesta track.



Gain VP equal to the number of Market Barrows you have.



Gain 2 VP.



1 extra Donkey and Hat symbol in the Transportation Phase.



Gain 1 additional VP when you score a Market Barrow.



Gain 2 VP when you gain a Craft Marker.

- In turn order, each player may now pay 1 Silver per each available extra delivery on their Farm Extensions.



SCORING PHASE

- Return Player Markers from used Helpers.
- Gain 1 VP for each Player Marker in the Marketplace.
- Gain VP according to Siesta track position then reset the track.
- Discard remaining Roof tiles, then reveal them for the coming Round.
- Turn all Craft Markers on Player Boards to the side. The Instant benefit is no longer available if not already used.

ANYTIME ACTIONS

At any time a player may do the following:

- Convert Trade Commodities into 1 of the following options:
 - Gain 4 Silver.
 - Place 1 Player Marker in 2 different Harvest Good Dens.
 - Draw 1 Card.
 - Play 1 Card.
 - Gain 1 Pig and place in an empty Pig Stall.
 - Upgrade 2 Resources for free.
- Pay to buy Resources and add them to the relevant Den or Stall.
- Pay to upgrade Grain or Olives to Food, Grape to Wine, or Pig to Cured Meat. You may pay to upgrade Harvest Goods that are on Fields.
- Sell Resources from Dens or Stalls, but not Fields.
- Activate face-up Roof Markers then flip them face-down.



END OF GAME

The game ends after the 6th Round. Players perform Final Scoring as follows:

- Sell Resources in Dens and Stalls, but not Fields.
- Exchange Trade Commodities for 4 Silver each.
- Gain 1 VP for every 5 Silver.

The player with the most VP Wins. Ties are broken by most remaining Silver.